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24. A method as defined in claim 13, further comprising the step of posting back to said remote server the resultant action of a raised event within said at least one menu object on said client system.

25. A method as defined in claim 13, further comprising the step of initializing items within said at least one menu object.

26. An object-oriented method of developing a software system wherein at least one client system retrieves data from a remote server through a .NET environment using HTML/DHTML comprising the following steps:

- defining at least three object types;
- 5 creating at least one window object on said remote server to store programming code for generating dynamic HTML/DHTML context windows on said client system's said web browser;
- creating at least one interactive menu object on said client system, wherein said at least one interactive menu object creates interactive menus from 10 said programming code;
- storing said programming code, from said client system, wherein said programming code provides for a set of steps that return selections from a user to applications on said remote server by means of a post back method;
- 15 creating at least one dock object on said client system, wherein said at least one dock object is a DHTML scrolling layer holding icons in communication with said dynamic HTML/DHTML context windows generated by said window object which have their state set to minimize;
- acquiring said programming code from said remote server to said client system according to a set of steps using said at least three object types, said

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20 at least one window object, said at least one interactive menu object and said at least one dock object; and  
executing said programming code on said client system.

27. A method as defined in claim 26, further comprising the step of including a scrollable CSS div layer within said at least one dock object.

28. A method as defined in claim 26, further comprising the step of creating a child component in said at least one window object.

29. A method as defined in claim 28, wherein said child component is an interactive menu object.

30. A method as defined in claim 26, further comprising the steps of:  
modifying said at least one window object on said client system; and  
posting said modification back to said remote server at a predetermined time interval.

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31. A method as defined in claim 30, wherein said step of modifying said at least one window object is chosen from the group of translation, resizing, collapsing, expansion, closing, minimizing, maximizing and restoring.

32. A method as defined in claim 26, further comprising the steps of:  
modifying said at least one window object on said remote server to create a modification; and  
posting said modification back to said remote server at a predetermined time interval.

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33. A method as defined in claim 32, wherein said step of modifying said at least one window object is selected from the group of translation, resizing, collapsing, expansion, closing, minimizing, maximizing and restoring.
34. A method as defined in claim 26, further comprising the step of horizontally scrolling through content manifested within said at least one window object.
35. A method as defined in claim 26, further comprising the step of vertically scrolling through the content within said at least one window object by a user.
36. A method as defined in claim 26, further comprising the step of posting back to said remote server the resultant action of a raised event within said at least one menu object on said client system.
37. A method as defined in claim 26, further comprising the step of initializing items within said at least one menu object.